

## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

### Listing of Claims:

- 1           1. (Currently Amended) A method for manipulating a window within a  
2 three-dimensional (3D) display model, comprising:  
3           displaying a view into the 3D display model through a two-dimensional  
4 (2D) display;  
5           receiving a command to manipulate the window within the 3D display  
6 model, wherein the window provides a 2D user interface for a 2D application; ~~and~~  
7           in response to the command, manipulating the window within the 3D  
8 display model so that the manipulation is visible within the 2D display; and  
9           wherein manipulating the window involves rotating the window around at  
10 least one of a horizontal or vertical axis so that the window's contents remain  
11 visible while the window occupies less space.  
12           ~~wherein if the command rotates the window so that the backside of the~~  
13 ~~window is visible, the method further comprises displaying information associated~~  
14 ~~with the 2D application on the backside of the window.~~

- 1           2. (Original) The method of claim 1, wherein if the command moves the  
2 window in close proximity to an edge of the 2D display, the method further  
3 comprises tilting the window so that the window appears at an oblique angle in  
4 the 2D display, whereby the contents of the window remain visible, while the  
5 window occupies less space in the 2D display and is less likely to overlap other  
6 windows.

1           3. (Original) The method of claim 2, wherein if the window is selected, the  
2 method further comprises untilting the window so that the window is parallel with  
3 the 2D display.

1           4 (Canceled).

1           5. (Currently Amended) The method of claim 38-1, wherein the  
2 information associated with the 2D application includes at least one of:  
3           application version information;  
4           application settings;  
5           application parameters;  
6           application properties; and  
7           notes associated with a file or a web page that is displayed in the window.

1           6. (Currently Amended) The method of claim 38-1, wherein the backside  
2 of the window includes the ability to accept user input, including change settings,  
3 parameters, properties and/or notes.

1           7. (Original) The method of claim 1, wherein if the command is to  
2 minimize the window, manipulating the window involves:  
3           tilting the window so that a spine located on a side edge of the window is  
4 visible and the contents of the window remains visible, wherein the spine contains  
5 identification information for the window; and  
6           moving the minimized window to an edge of the 2D display;  
7           wherein the operations of turning and moving the window are animated as  
8 a continuous motion.

1           8. (Original) The method of claim 1, further comprising:

2 receiving a predefined gesture through a pointing device, and  
3 in response to the predefined gesture, minimizing a top-level window in  
4 the 2D display, whereby repeating the predefined gesture causes subsequent top-  
5 level windows to be minimized.

1 9. (Original) The method of claim 8, wherein upon receiving a window  
2 restoration command, the method further comprises restoring minimized windows  
3 to their expanded state.

1 10. (Original) The method of claim 1, wherein if the command is entered  
2 through a pointing device and the command throws the window by moving the  
3 window quickly and releasing it, the method further comprises throwing the  
4 window by moving the window in a continuous animated motion.

1 11. (Previously Presented) The method of claim 10, wherein throwing the  
2 window involves at least one of:  
3 locating the window farther from the viewpoint;  
4 scaling down the size of the window;  
5 iconizing the window; and  
6 deleting the window.

1 12. (Original) The method of claim 1, wherein receiving the command  
2 involves:  
3 rotating the window so that window controls on the edge of the window  
4 become visible in response to a cursor moving close to an edge of a window;  
5 receiving the command through a window control; and  
6 rotating the window back to its original orientation.

1           13. (Currently Amended) A computer-readable storage medium storing  
2 instructions that when executed by a computer cause the computer to perform a  
3 method for manipulating a window within a three-dimensional (3D) display  
4 model, the method comprising:  
5           displaying a view into the 3D display model through a two-dimensional  
6 (2D) display;  
7           receiving a command to manipulate the window within the 3D display  
8 model, wherein the window provides a 2D user interface for a 2D application; ~~and~~  
9           in response to the command, manipulating the window within the 3D  
10 display model so that the manipulation is visible within the 2D display; and  
11           wherein manipulating the window involves rotating the window around at  
12 least one of a horizontal or vertical axis so that the window's contents remain  
13 visible while the window occupies less space.  
14           ~~wherein if the command rotates the window so that the backside of the~~  
15 ~~window is visible, the method further comprises displaying information associated~~  
16 ~~with the 2D application on the backside of the window.~~

1           14. (Original) The computer-readable storage medium of claim 13,  
2 wherein if the command moves the window in close proximity to an edge of the  
3 2D display, the method further comprises tilting the window so that the window  
4 appears at an oblique angle in the 2D display, whereby the contents of the window  
5 remain visible, while the window occupies less space in the 2D display and is less  
6 likely to overlap other windows.

1           15. (Original) The computer-readable storage medium of claim 14,  
2 wherein if the window is selected, the method further comprises untilting the  
3 window so that the window is parallel with the 2D display.

1           16 (Canceled).

1           17. (Currently Amended) The computer-readable storage medium of claim  
2    ~~39-43~~, wherein the information associated with the 2D application includes at  
3    least one of:  
4           application version information;  
5           application settings;  
6           application parameters;  
7           application properties; and  
8           notes associated with a file or a web page that is displayed in the window.

1           18. (Currently Amended) The computer-readable storage medium of claim  
2    ~~39-43~~, wherein the backside of the window includes the ability to accept user  
3    input, including change settings, parameters, properties and/or notes.

1           19. (Original) The computer-readable storage medium of claim 13,  
2    wherein if the command is to minimize the window, manipulating the window  
3    involves:  
4           tilting the window so that a spine located on a side edge of the window is  
5    visible and the contents of the window remains visible, wherein the spine contains  
6    identification information for the window; and  
7           moving the minimized window to an edge of the 2D display;  
8           wherein the operations of turning and moving the window are animated as  
9    a continuous motion.

1           20. (Original) The computer-readable storage medium of claim 13,  
2    wherein the method further comprises:  
3           receiving a predefined gesture through a pointing device, and

4           in response to the predefined gesture, minimizing a top-level window in  
5   the 2D display, whereby repeating the predefined gesture causes subsequent top-  
6   level windows to be minimized.

1           21. (Original) The computer-readable storage medium of claim 20,  
2   wherein upon receiving a window restoration command, the method further  
3   comprises restoring minimized windows to their expanded state.

1           22. (Original) The computer-readable storage medium of claim 13,  
2   wherein if the command is entered through a pointing device and the command  
3   throws the window by moving the window quickly and releasing it, the method  
4   further comprises throwing the window by moving the window in a continuous  
5   animated motion.

1           23. (Previously Presented) The computer-readable storage medium of  
2   claim 22, wherein throwing the window involves at least one of:  
3       locating the window farther from the viewpoint;  
4       scaling down the size of the window;  
5       iconizing the window; and  
6       deleting the window.

1           24. (Original) The computer-readable storage medium of claim 13,  
2   wherein receiving the command involves:  
3       rotating the window so that window controls on the edge of the window  
4   become visible in response to a cursor moving close to an edge of a window;  
5       receiving the command through a window control; and  
6       rotating the window back to its original orientation.

1           25. (Currently Amended) An apparatus that manipulates a window within  
2 a three-dimensional (3D) display model, comprising:  
3           a two-dimensional (2D) display configured to display a view into the 3D  
4 display model;  
5           a window manipulation mechanism configured to receive a command to  
6 manipulate the window within the 3D display model, wherein the window  
7 provides a 2D user interface for a 2D application; ~~and~~  
8           wherein in response to the command, the window manipulation  
9 mechanism is configured to manipulate the window within the 3D display model  
10 so that the manipulation is visible within the 2D display; and  
11           wherein when manipulating the window, the window manipulation  
12 mechanism is configured to rotate the window around at least one of a horizontal  
13 or vertical axis so that the window's contents remain visible while the window  
14 occupies less space.  
15           ~~wherein if the command rotates the window so that the backside of the~~  
16 ~~window is visible, the window manipulation mechanism is configured to display~~  
17 ~~information associated with the 2D application on the backside of the window.~~

1           26. (Original) The apparatus of claim 25, wherein if the command moves  
2 the window in close proximity to an edge of the 2D display, the window  
3 manipulation mechanism is configured to tilt the window so that the window  
4 appears at an oblique angle in the 2D display, whereby the contents of the window  
5 remain visible, while the window occupies less space in the 2D display and is less  
6 likely to overlap other windows.

1           27. (Original) The apparatus of claim 26, wherein if the window is  
2 selected, the window manipulation mechanism is configured to untilt the window  
3 so that the window is parallel with the 2D display.

1           28 (Canceled).

1           29. (Currently Amended) The apparatus of claim 40-25, wherein the  
2 information associated with the 2D application includes at least one of:  
3           application version information;  
4           application settings;  
5           application parameters;  
6           application properties; and  
7           notes associated with a file or a web page that is displayed in the window.

1           30. (Currently Amended) The apparatus of claim 40-25, wherein the  
2 backside of the window includes the ability to accept user input, including change  
3 settings, parameters, properties and/or notes.

1           31. (Original) The apparatus of claim 25, wherein if the command is to  
2 minimize the window, the window manipulation mechanism is configured to:  
3           tilt the window so that a spine located on a side edge of the window is  
4 visible and the contents of the window remains visible, wherein the spine contains  
5 identification information for the window; and to  
6           move the minimized window to an edge of the 2D display;  
7           wherein the operations of turning and moving the window are animated as  
8 a continuous motion.

1           32. (Original) The apparatus of claim 25, wherein the window  
2 manipulation mechanism is additionally configured to:  
3           receive a predefined gesture through a pointing device, and



4           in response to the predefined gesture, to minimize a top-level window in  
5   the 2D display, whereby repeating the predefined gesture causes subsequent top-  
6   level windows to be minimized.

1           33. (Original) The apparatus of claim 32, wherein upon receiving a  
2   window restoration command, the window manipulation mechanism is configured  
3   to restore minimized windows to their expanded state.

1           34. (Original) The apparatus of claim 25, wherein if the command is  
2   entered through a pointing device and the command throws the window by  
3   moving the window quickly and releasing it, the window manipulation  
4   mechanism is configured to throw the window by moving the window in a  
5   continuous animated motion.

1           35. (Previously Presented) The apparatus of claim 34, wherein throwing  
2   the window involves at least one of:  
3       locating the window farther from the viewpoint;  
4       scaling down the size of the window;  
5       iconizing the window; and  
6       deleting the window.

1           36. (Original) The apparatus of claim 25, wherein while receiving the  
2   command, the window manipulation mechanism is configured to:  
3       rotate the window so that window controls on the edge of the window  
4   become visible in response to a cursor moving close to an edge of a window;  
5       receive the command through a window control; and to  
6       rotate the window back to its original orientation.

1           37. (Currently Amended) A means for manipulating a window within a  
2 three-dimensional (3D) display model, comprising:  
3           a two-dimensional (2D) display means for displaying a view into the 3D  
4 display model;  
5           a window manipulation means configured to receive a command to  
6 manipulate the window within the 3D display model, wherein the window  
7 provides a 2D user interface for a 2D application; ~~and~~  
8           wherein in response to the command, the window manipulation means  
9 manipulates the window within the 3D display model so that the manipulation is  
10 visible within the 2D display; and  
11           wherein when manipulating the window, the window manipulation means  
12 rotates the window around at least one of a horizontal or vertical axis so that the  
13 window's contents remain visible while the window occupies less space.  
14           ~~wherein if the command rotates the window so that the backside of the~~  
15 ~~window is visible, the window manipulation means displays information~~  
16 ~~associated with the 2D application on the backside of the window.~~

1           38. (New) The method of claim 1, wherein if the command rotates the  
2 window so that the backside of the window is visible, the method further  
3 comprises displaying information associated with the 2D application on the  
4 backside of the window.

1           39. (New) The computer-readable storage medium of claim 13, wherein if  
2 the command rotates the window so that the backside of the window is visible, the  
3 method further comprises displaying information associated with the 2D  
4 application on the backside of the window.

1           40. (New) The apparatus of claim 25, wherein if the command rotates the  
2 window so that the backside of the window is visible, the method further  
3 comprises displaying information associated with the 2D application on the  
4 backside of the window.